MULTIMEDIA UNIVERSITY

STUDENT ID NO

MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 2, 2019/2020

MVR 2013 – BEHAVIOURAL MODELLING

(All sections / Groups)

3 MARCH 2020
2.30 p.m – 4.30 p.m
(2 Hours)

INSTRUCTIONS TO STUDENTS

1. This Question paper consists of 4 pages with 10 objective questions and 12 subjective questions only.

2. Answer **ALL** questions in section **A** and **C**. Answer **FIVE** out of **SEVEN** question in section **B**. All questions carry equal marks and the distribution of the marks for each question is given.

3. Please write all your answers in the Answer Booklet provided.

Section A: Objective Questions

(Total: 10 Marks)

1. Scene are included in _____ folder?
    A. Assent
    B. Build
    C. Library
    D. Project Settings

2. The Transform component determines the
    A. Rotation
    B. Position
    C. Scale
    D. All of the above

3. What is the use of **Rigidbody**?
    A. To create movement
    B. To create realistic motions
    C. To create beautiful scene
    D. To make gameObject more interesting

4. Main classes that function includes are:
    A. Int
    B. String
    C. Array
    D. All of above

5. Script name must be the _____ as class name.
    A. Inherited
    B. Delivered
    C. Called
    D. Captured

Continued .....

6. Collision Call back functions are.
   A. OnCollisionEnter
   B. OnCollision
   C. OnCollisionExit
   D. Exit

7. _____ should be used to make things that depend on time operate correctly
   A. Time.deltaTime
   B. Time.metaTime
   C. configure.Time
   D. Any of the above

8. _____ should be normalized when used to move an object.
   A. Pixel
   B. Texture
   C. Vector
   D. Transform

9. The _____ shows the current scene structure.
   A. Scripts
   B. Hierarchy Panel
   C. Inspection Panel
   D. None

10. Which one of these lines will cause an Error that will make it unable to PLAY?
   A. public GameObject nameObject;
   B. private Rigidbody rb;
   C. public int score = 0;
   D. public float speed = 10.5;

Continued .....

Section B: Subjective Questions

Answer any 5 (FIVE) questions ONLY. **(Total: 10 Marks)**

1. Describe what is Collider of Unity3D?

(2 Marks)

2. In Unity3D, how can you hide game object using script?

(2 Marks)

3. Explain what is Prefabs in Unity3D?

(2 Marks)

4. Describe what is Scene View components of Unity3D?

(2 Marks)

5. Mention what is the function of Inspector in Unity3D?

(2 Marks)

6. In Unity editor what does inspector, project and hierarchy panels have?

(2 Marks)

7. Can you list out at least five (5) practices for Unity3D?

(2 Marks)

Continued .....

Section C: Subjective Questions

Answer all questions. **(Total: 20 Marks)**
Write down C# Scripts for the following actions:

1. Player will add 1 score every time it collides with a "Hit" object.

(2 Marks)

2. Move the player to left position for as long as we are holding left arrow button on keyboard.

(3 Marks)

3. Have objects appear in random spots at the start of your game. Uses arrays and random numbers

(4 Marks)

4. Player are allowed to change the cube color using the keyboard input. By pressing "A", the cube will change the color into Red, by pressing "B", the cube will change the color into Blue and by pressing "C", the cube will change the color into Green.

(5 Marks)

5. Player will add 83 game point every time it's collider enters the trigger of a coin game object. Player original game point is 0, and if it reaches 830, turn on a canvas "You Win the Game" and play the winner sound.

(6 Marks)

End of Page.